

Great Way Adept

A Basic Fantasy RPG Supplement

Release 1

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides rules for playing martial artist characters under the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASS

Great Way Adepts are students of a rare and mysterious philosophy taught at some hidden monastery. In their striving for perfection and liberation from the limits of inhabiting a perishable physical shell, Great Way Adepts train both mind and body.

On their path to perfection Adepts develop incredible "powers" both physical and mental. Adepts do not seek to achieve mastery on others but only over themselves.

While Adepts of the Great Way certainly have a religious and spiritual outlook, they are not considered clergy.

ADEPT OF THE GREAT WAY

Requirements: To become Adepts of the Great Way a character must be human, half-elf, or half-orc, and must meet the following requirements: Strength 11, Wisdom 12, Dexterity 11, Constitution 11.

Adepts fight and save as Fighters. They are able to use any weapon, but may not use any sort of armor or shield.

Level	Experience	Hit Dice (d6)
1	0	1
2	2,500	2
3	5,000	3
4	10,000	4
5	20,000	5
6	40,000	6
7	80,000	7
8	150,000	8
9	300,000	9
10	450,000	9+2
11	600,000	9+4
12	750,000	9+6
13	900,000	9+8
14	1,050,000	9+10
15	1,200,000	9+12
16	1,350,000	9+14
17	1,500,000	9+16
18	1,650,000	9+18
19	1,800,000	9+20
20	1,950,000	9+22

Adepts who remain true to their training develop many wonderful abilities over the years.

Awareness: An Adept's chance to be surprised drops by 1 (1 on 1d6).

Martial Arts: Thanks to their very hard training Adepts become capable of incredible physical feats which make them incredible fighters.

Even though they may not wear armor, Adepts have improved Armor Class. Adepts get to add their Dexterity bonus to this base AC score. An Adept's improved base AC is based on his or her uncanny ability in dodging, and applies even if the Adept is surprised.

Adepts can cause incredible damage with their bare hands and feet, striking multiple times per round if attacking unarmed. Note that a bare-handed hit on an undead creature could be very undesirable if the target creature causes damage by touch.

Also, Adepts are surprisingly fast walkers. Their base movement rate increases with level of ability. Adepts are capable of adding this movement bonus to any leaping distance as well.

Level	Base AC	Movement Rate	Unarmed attacks per round	Unarmed damage
1	11	+10'	1	1d4
2	12	+10'	1	1d4
3	13	+10'	1	1d4
4	14	+20'	1	1d6
5	15	+20'	2	1d6
6	16	+20'	2	1d6
7	17	+30'	2	1d8
8	18	+30'	2	1d8
9	19	+30'	3	1d8
10	20	+40'	3	1d10
11	21	+40'	3	1d10
12	22	+40'	3	1d10
13	22	+50'	4	1d12
14	23	+50'	4	1d12
15	23	+50'	4	1d12
16	24	+60'	4	2d8
17	24	+60'	5	2d8
18	25	+60'	5	2d8
19	25	+70'	5	2d8
20	26	+80'	5	2d8

Martial Arts Weapons: Adepts have such an exceptional knowledge of anatomy and armed combat that an Adept causes one extra point of damage for every two full levels of experience when using melee weapons (not natural ones, nor their unarmed combat technique). An Adept can extend the use of Stunning strike, Gentle Stroke and Qi strike abilities to any melee weapon he is proficient with.

Qi Powers: Adepts learn to manipulate the flow of personal energy within themselves as mind and body begin to unify. At each level, the following abilities manifest:

3rd level Qi strike - The Adept's melee attacks are considered as silver weapons.

4th level Mind over Body - In exchange for one hour of meditation per day, the Adept can overcome his physical needs: he does not feel hunger, exhaustion, or thirst, nor does he suffer any ability reductions for privation.

The Adept can sustain himself with meditation for a maximum consecutive number of days equal to his experience level. At the end of this time the Adept needs to restore his personal energy by resting completely for one day for every two days spent overcoming his body's needs.

5th level Heal - The Adept can heal damage on his body once per day. The amount healed is $1d6 + \text{the adept's level}$. For the healing to take effect the adept must meditate for one consecutive turn.

6th level Speak with Animals - As per the spell.

Qi strike - The monk's melee attacks are considered as magic weapons. This grants no bonus however to damage or to hit.

7th level Purity of Qi - the monk becomes immune to natural poisons and diseases.

8th level Resistance – Adepts of this level are very hardy and dexterous, they are able to avoid or withstand enormous amounts of damage from the most disparate forms of attack. Excluding those for which another saving throw type is specified (such as death, petrification, polymorph, etc.) Adepts can reduce by half the damage inflicted by any breath weapon or spell like Fireball. The Adept will take one quarter damage if the saving throw is successful and half-damage if not.

9th level Speak with Plants - As per the spell.

11th level Charm Resistance - The Adept becomes immune to Beguiling, Esp, charms, hypnosis, slow, hold, geas, quest and suggestion.

13th level Gentle stroke – This legendary -and feared- attack form enables the Adept to kill another person by altering its Qi flow with just a touch.

Gentle stroke can be used but once per week, requires one round of preparation and the adept must touch the intended victim within 3 melee rounds or the power is used up.

It has no affect on the undead, constructs, intangible or incorporeal creatures, oozes and other creatures which can be hit only by magical weaponry.

The victim's hit dice or level must be equal or lower than the Adept's or the power has no effect.

Once an eligible victim has been hit, the Adept can cause its death with a single thought within one week of time.

Thief Skills: Adepts have the following Thief skills as a Thief of the same level: Move Silently, Hide, Listen, and Climb Walls.

Adepts are learned individuals and can Read Languages as a Thief from 1st level.

Tumbling: Adepts can avoid taking damage from a fall if he has the opportunity to make periodic contact with a wall or similar surface within 10 feet of him (this surface is used to slow the fall). The distance an Adept can fall without taking damage is equal to its movement rate bonus.

GREAT WAY ADEPTS

Stunning strike: Adepts have the ability to stun, an opponent when they successfully strike in melee. An opponent is stunned for 1d6 melee rounds if the Adept's modified attack roll exceeds the target's AC by 5 or more.

The target is allowed a Saving Throw versus Death Ray.

An Adept's stunning ability only applies to some targets: undead, golems, incorporeals, oozes, slimes, jellies cannot be affected.

Reaching 9th level: Once an Adept reaches 9th level he may build a monastery and is declared abbot. He will receive a number of followers equal to those a Cleric receives, all the followers will begin play as 1st to 4th level Adepts. These are the only henchmen the Adept is allowed (See Special Hindrances below).

Special Hindrances: Adepts do have some restrictions for all their abilities:

Armor Prohibition: Adepts may not wear armor or use a shield. Armor and shields restricts natural movement, with those on a monk can not use any of its special abilities and its AC is equal to that granted by the armor worn.

Loyalty: Once an Adept enters the monastery he is bound to obedience to the monastery's abbot.

Physical and spiritual detachment: Adepts develop incredible powers only because they learn to view the world as transitory and ephemeral. Adepts should never develop any emotional attachment or passion as these are obstacles on the way to perfection and enlightenment. In the same way an Adept avoids wealth and material possessions.

Any treasure recovered will be donated to the Adept's monastery or some other worthy cause, with the Adept retaining only that necessary to have food, shelter and clothing for one week. An Adept will retain only one or two weapons, and will not accumulate excess equipment of other sorts.

Adepts can use any magical item allowed to Thieves but can not use any magical protection device (including armor, bracers, shields, rings, cloaks and any other item that imparts a bonus to AC or Saving Throws).

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Adepts may keep and use potions (no more than three) but must donate or give away any other magical item that stays in their keeping for more than one week.

Adepts may not hold land, own vehicles, animals, servants or slaves.

Adepts may not have henchmen or hirelings nor do they recognize family ties.

Should an Adept become attached in any way, that Adept loses his or her Qi Powers until he or she atones in some way (at the discretion of the Game Master).

Limited Advancement: There may only be a limited number of monks above 12th level. There is but one of each higher level.

When an Adept gains enough experience points to qualify for 12th level or beyond, he temporarily gains the abilities of that level.

Before the level is permanently acquired, the character must find and defeat the adept of that level -generally within one month's time but the GM can make allowances in some special cases if the PC is actively pursuing his target.

The duel must be fought in the martial style of the monastery and is strictly between the two; no one can intervene. The duel need not be fought to the death; the first person stunned usually acknowledges defeat.

The character knows the general whereabouts of any adept he must duel.

Being defeated in the duel (or actively avoiding a duel) reduces the character's experience points to the minimum need to attain the last level he held permanently.

Failing to Atone: an Adept that does not atone for his failures (see above: detachment, obedience and loyalty) irrevocably becomes a Fighter of a level based on his experience point total the same way a Cleric does (see the BFRPG core rulebook).

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